



SPY DIRECTORY



SPY DIRECTORY IS A LIVE-ACTION GAME WHERE TWO AGENCIES MUST RECRUIT AGENTS WITHOUT THE OTHER ONE FINDING THE “SPY DIRECTORY”, WHICH IS CHANGING LOCATION CONSTANTLY.

IT IS A GAME ABOUT STEALTH AND WATCHFULNESS, THOUGHT TO BE PLAYED IN A CONTEXT WHERE A LARGE GROUP OF PEOPLE ARE SPENDING TIME IN THE SAME LOCATION, DOING SOMETHING FOR A PERIOD OF TIME (LIKE #GGJ :D).

TO PLAY, YOU ONLY NEED TO PRINT THE INSTRUCTIONS FOR THE AGENTS (THE SECRET DOCUMENTS) AND THE DIRECTORIES.

The game starts with only 2 players and is more fun if the rest of the people don't know what the game is about until they are recruited and join.

Print and cut [this sheet](#). Page 1 is the **Secret Documents** and the **Spy Directories**. Page 2 is to be printed on the reverse of the Secret Documents.

The first 2 players will be the agency leaders. You must:

1. write your names and sign the respective Documents,
2. set the number of agents that either agency needs to win the game and write your names in their Spy Directories,
3. without the other noticing, hide your Directory in a good “**Hideout**” (could add a pen) and then
4. pass the Document with the instructions to the player that will be the first agent, on the sly. You must also give instructions to find the “**Hideout**” (could be written).

The rest of the instructions are in the Secret Document:

Each new recruit must add their name to the Spy Directory and change the “**Hideout**” location. If an agency reaches the required amount of agents or finds and destroys the rival Directory, they are the winners!

Now you know what to do. This message will self destruct in 5 seconds.

